



# Rules of Play For Each Game

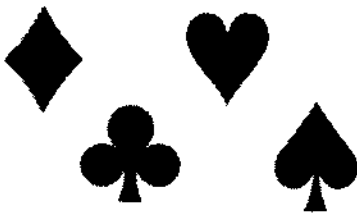
## Texas Hold-Em (High)

As the name implies, Texas Hold-Em reportedly originated in Texas in the early 1900s although there is no exact information on when or where it was first developed. Today, it is an exceedingly popular and widespread form of poker. It is a community game, meaning cards dealt on the board are shared by players to make their hands.

In Texas Hold-Em, each player gets two down cards. After the cards are dealt, there is a round of betting. The betting starts to the left of the big blind. Then three of the community cards are exposed all at once, which is called the *Three-Card Flop*. After a round of betting, the fourth card, called *Fourth Street*, is turned, (also called the *Turn Card*) followed by another round of betting, then the fifth card, called *Fifth Street*, (also called the *River Card*). Fifth Street is followed by a final round of betting.

Basic Texas Hold-Em rules:

1. Two cards are dealt face-down to each player plus a total of five community cards are dealt on the board.
2. Texas Hold-Em has a total of four rounds of betting.
3. Players use any five of the community cards and one, two, or none of their hole cards to make a five-card hand.
4. The winner is determined by the player holding the highest poker hand.
5. All hands speak for themselves.





## Omaha (High)

This is the second most popular community game. Each player gets four down cards. After the cards are dealt, there is a round of betting. The betting starts to the left of the big blind. Then three of the community cards are exposed all at once, which is called the *Three-card Flop*. After another round of betting, the fourth card, called *Fourth Street*, is turned, (also called the *Turn Card*). Fourth Street is followed by a round of betting, and then the fifth card, called *Fifth Street*, (also called the *River Card*) is exposed. A final round of betting follows Fifth Street.

Basic Omaha rules:

1. Four cards are dealt face-down to each player plus a total of five community cards are dealt on the board.
2. Omaha has a total of four rounds of betting.
3. Players **must** use two of the hole cards (down cards) and three of the community cards to make a five-card hand. This is the tricky part of Omaha. Don't get terribly excited about being dealt three or four of a kind!
4. All hands speak for themselves and the highest hand wins the pot.

Example:

Board	
6 ♣ 8 ♣ 6 ♦ 3 ♥ 6 ♠	
Final Players' Hands	
2 ♠ 4 ♣ J ♦ 9 ♥	Three 6s, Jack high LOSE
10 ♣ 5 ♣ Q ♣ A ♥	Three 6s, Ace high LOSE
K ♥ K ♦ 7 ♥ J ♥	Full House, 6s over Kings WINNER



## Omaha (High-Low Split)

This is the same game as Omaha only it also has a low hand. At Angie's it is played with an 8 qualifier and all Omaha rules apply. A player must have five cards 8 or below without pairing to qualify for low. The highest cards that can make a low hand are 8-7-6-5-4. The best low hand possible is A-2-3-4-5. Two cards from a player's hand may be used for high and two cards for low. The same cards may even be used for high and low. For example, A-2-3-4-5 could win for best high and low hand. This game is very popular and is the second most common game played at Angie's.

Basic Omaha rules:

1. Four cards are dealt face-down to each player plus a total of five community cards are dealt on the board.
2. Omaha has a total of four rounds of betting.
3. Players **must** use two of the hole cards (down cards) and three of the community cards to make a five-card hand.
4. All hands speak for themselves and the highest hand wins the pot.

Specific Omaha High-Low Split Rules:

5. In High-Low Split, high hand wins one-half the pot and low takes the other half. High hand gets the odd chip if the pot does not split equally.
6. In High-Low Split, straights and flushes do not count against the low hand.
7. In High-Low Split, any two of the hole cards may be used for the low hand and any two may be used for the high hand.



## Basic Seven Card Stud Rules

1. Three cards are dealt to the players face-down. Two cards in the beginning and then the final seventh card is dealt face-down as well. The other four cards are dealt face-up to players for a total of seven cards for each player who stays in the hand until the showdown.
2. A player who drops must immediately turn down all of his or her face-up cards.
3. It is the dealer's duty, after each round of cards is dealt, to designate the first bettor (as by saying, "First king bets," "Pair of sixes bets," etc.); and, after the third and fourth face-up cards are dealt, also to indicate holdings that may become straights or flushes ("Possible straight," "Possible flush").
4. If a bet or raise goes uncalled in any betting interval, the pot is taken by the player not called and the deal passes in rotation.
5. Highest hand wins the pot in Seven Card Stud High.
6. Highest hand and low hand split the pot in Seven Card Stud High-Low Split. The high hand gets the odd chip if the pot does not divide equally.
7. All hands speak for themselves.

## Seven Card Stud (High)

Seven Card Stud used to be the most popular form of poker. Each player gets two cards down, then a third one up. There is a round of betting, started by the player to the left of the big blind. Three more rounds of up cards follow, each round punctuated by a round of betting. The first bettor in each additional betting interval is the player with the highest card or the highest Poker combination showing. If two or more players are tied for highest, the one



nearest the dealer's left (that is, the one dealt first) is the first bettor.

The seventh and final card is dealt down, followed by a final round of betting. At the end of the hand, the players who have not folded and are still in the hand will have seven cards—three down and four up. After calling all bets, players then turn over their hands, and a winner is declared. Highest hand wins the pot.

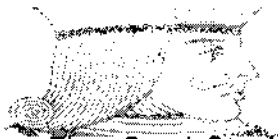
## Seven Card Stud (High-Low Split)

The basic idea of high-low poker is that the best poker hand and the worst poker hand split the pot. Any form of poker may be played high-low. In a high-low split game there are usually two winners of the pot. The player with the highest hand takes one-half the pot and the player with the lowest hand takes the other half. Each player in the showdown may select any five of his or her cards as a high hand and any five cards as his or her low hand. In some cases a single player may win both ways and take the entire pot. The best low hand is a bicycle (A-2-3-4-5). This is played with an 8 qualifier at Angie's. The highest low hand allowed in Seven Card Stud would be 8-7-6-5-4. A player must have five cards 8 or below without pairing to qualify for low. Straights and flushes do not count against a low hand.

## Razz (Seven Card Stud, Low Only)

Razz is Seven Card Stud, low only. The best hand in Razz is a bicycle (A-2-3-4-5). However, a pair can win for low if it is the lowest hand. There is no qualifier. Hand speaks for itself. Straights and flushes do not count against players' hands.

Razz is usually played during a Seven Card Stud Choice game or a Dealer's Choice game. When a player has the dealer button, the player may choose one of the options (High-only, High-Low Split, or Razz) for Seven Card Stud. That game will then be announced to all.



## Five Card Stud

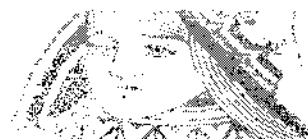
Essentially this game is the same as Seven Card Stud except that each player only receives a total of five cards instead of seven. A dealer gives each player a face-down card and then each player a face-up card. The first betting interval then begins. In the first betting interval, the player to the left of the dealer and not on a blind is first to act.

The first bettor in each additional interval is the player with the highest card or the highest poker combination showing. If two or more players are tied for highest, the one nearest the dealer's left is the first bettor.

Following the first betting interval, the dealer gives another face-up card to each active player in rotation, and there is another betting interval. Then another round of face-up cards to the remaining active players is dealt, and another betting interval occurs. Then a final round of face-up cards and a final betting interval takes place, followed by the showdown in which each player turns up his or her hole card. The best poker hand is declared the winner and all hands speak for themselves.

## Five Card Draw

Each player receives five cards, all dealt face down, one at a time, in rotation beginning at the dealer's left. Upon completion of the deal there is a betting interval. The player at the left of the big blind has the first right or obligation to bet. After finishing the first betting interval, each active player, in turn, beginning at the dealer's left, may discard one or more cards. Then the dealer gives the player from the top of the undealt portion of the pack, face down, as many cards as the player discarded. This is the draw. A player may also choose to stand pat (draw no cards). After the draw, there is another betting interval, followed by a showdown. The best poker hand wins, and all hands speak for themselves.



## Five Card Draw (High-Low Split)

This variation of five card draw allows both the high hand and low hand to win. If the winning hands belong to different players the pot is split with the odd chip going to the high hand. At Angie's it is played with an 8 qualifier, meaning a player must have five cards 8 or below without pairing to qualify for low. The highest low hand allowed is 8-7-6-5-4.

## Lowball

In Lowball, the lowest hand wins every pot. The ace is always low, and two aces are the lowest pair. Straights and flushes do not count, so the lowest possible hand is A-2-3-4-5 regardless of suits. This hand is called a "bicycle" or a wheel. The joker is added to the pack as the "bug" and represents the lowest card not actually held in the hand (or the lowest card in the hand without pairing). The betting starts on the left of the big blind. The game is "pass and out" before the draw. After the draw it is permissible to check. In Lowball, five cards are dealt to each player face down.

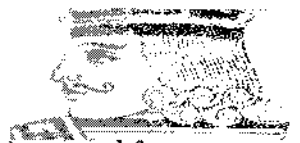
### Lowball Rules:

1. When playing Dealer's Choice, no joker will be added. During all other Lowball events one joker will be added to the pack.
2. Must bet a seven or better or lose all action after the draw. This means that if a player checks his or her hand that is a seven or better, then the player loses all bets placed after the draw.
3. Joker is the lowest card in your hand without pairing.
4. Five cards constitute a hand. A hand more or less than five cards is dead.
5. Straddles are permitted. May look at only two cards. Must be double the blind or the previous straddle and must be no more than half your chips.



### Lowball Rules continued:

6. Flashed card on the deal must be kept by the player if it is a five or lower. If the card is a six or higher it will be replaced after last player is dealt.
7. Flashed or boxed cards on draw cannot be kept and will be replaced after the last person acts.
8. Card faced by dealer after the draw is dead and player receives additional card after all players receive their cards.
9. A card off the table is dead. A card faced in deck, which is a boxed card, is also dead.
10. Only one cut is permitted per hand. Must be requested before any action is taken.
11. Do not expose any cards.
12. If a card is dropped by the player before the draw, then it is a dead card. If dropped after the draw, then it is a dead hand.
13. A misdeal is declared if six cards are dealt to two players or if dealer exposes more than one card face up.
14. Player must take number of cards requested. If the player says "Give me two—no, I mean three," the player still gets two cards.
15. If the player fouls his or her hand, then the hand is dead.
16. A player may draw up to five cards. However, only four cards can be given at one time. The fifth card will be dealt after the other players have received their requested cards.
17. All players must keep cards at table level and in sight. Hand held below table level is dead.
18. When a player calls for cards, the



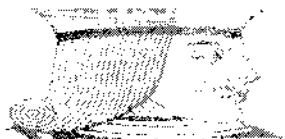
dealer "burns" (discards) top card face down and then fills the player's requirements.

19. All called hands must be shown as a full five-card spread.
20. A hand thrown away cannot be retrieved if any card touches any other card or cards. Player is responsible for his or her own hand. If a hand is fouled by another player, the hand is dead.
21. If a player makes an insufficient bet, the player must add additional chips or forfeit existing bet.
22. Money, once it is in pot, may not be removed.
23. No string bets. Player cannot go back to his or her stack in order to raise unless the player has announced "raise" clearly.
24. All hands must be played out.
25. No splitting of pots unless actual tie.
26. All hands speak for themselves and lowest hand wins.

### Option Alley

This game is better known as High-Low with a buy. It is Five Card Stud High-Low Split with a one card draw on the end, and is a very exciting game. After a normal one card down, four cards up game, each player gets to discard one card and buy a new one from the dealer. If the hole card is discarded, the player gets a down card back. Otherwise the new card is dealt face up.

Replacing one card may not seem like a big deal, but with only five cards, almost everyone will stay in for a shot at the high or low. Any player with an Ace and low cards may be going for the low until the last card, then pair up and take high. Or a player with a Jack and four low cards could discard the Jack and make a great low hand on the buy card.

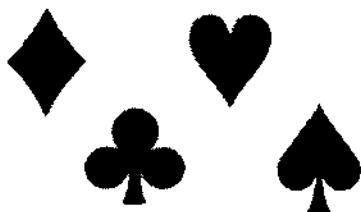


The dealer is not paid for the buy card. The buy card is obtained through an additional round of betting into the pot.

The best poker hand for high wins. The best low hand wins low and there is no qualifier so a pair could win for low as long as it is the lowest hand held. It is also possible for the low hand to win high and the high hand to win low. The hands speak for themselves.

## Dealer's Choice

This is played when a game cannot be agreed upon. The player located on the dealer's button is allowed to choose the game to be played for that hand. Any game offered at Angie's including variations such as High-Low Split and High-only may be selected. The rules for each game apply. Then the dealer button is rotated, and the game is chosen by the next dealer. This is a very slow game and is played as a last resort. Dealer's Choice is always very social and a good way for new players to learn new games.



## Betting Limits



The following betting limits can be posted as the betting limits for any and all of the games offered at Angie's:

\$1 - \$3/\$1 - \$6

\$2 - \$4

\$2 - \$4/\$2 - \$8

\$5 - \$10

\$6 - \$12

\$10 - \$20

Pot Limit

No Limit

With the exception of Pot Limit and No Limit, any and all games played at the other betting limits can be played with a half kill or full kill.

Kill Rules:

1. The game is played with a kill button added to the pot. The winner of the pot receives the kill button.
2. If the player with the kill button wins the very next pot in a row, the betting stakes for the next pot go up. The amount of the kill button blind will vary according to the stakes of the game. In a Half Kill game the stakes go up by one-and-a-half. In a Full Kill game the stakes double.  
Example: In a Half Kill game with a \$2 big blind, the big blind would be set at \$3 (one-and-a-half) if the player with the kill button won two pots in a row.
3. The kill blind must be paid.
4. The player with the kill button returns the button to the pot as soon as he or she loses or folds a hand.

Players should call Angie's Poker Club at (530) 892-2282 to verify the betting limits currently posted for play for various games.